

PARADISE LOST™

Standard Cabinet Operation Manual

040-0165-01

- Read this manual before use.
- Keep this manual with the machine at all times.



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Preface

Safety

Please read this page before preparing your arcade cabinet for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:



- Make sure that the switch on the back of the computer is set to match the AC power in use at your location:
 - 115 volts / 60Hz in most of North and South America and some Far Eastern countries such as Japan, South Korea and Taiwan
 - 230 volts / 50Hz in most of Europe, the Middle East and the Far East
- To help prevent electric shock, plug the system into a properly grounded power source. The AC power cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precautions for Game Operation

GLOBAL VR[®] assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games, particularly when the game moves or creates a sense of motion.

Warnings

| | |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <p>To avoid electrical shock, unplug the cabinet before performing installation or service procedures.</p> |
|  | <p>GLOBAL VR assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures!</p> |

Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 10°-40°C (50°-104°F).

FCC Notices (United States)

Electromagnetic Interference (EMI) is any signal or emission radiated in free space or conducted along power or signal leads, that endangers the functioning of radio navigation or other safety service, or that seriously degrades, obstructs, or repeatedly interrupts a licensed radio communications service. Radio communications services include, but are not limited to, AM/FM commercial broadcast, television, cellular services, radar, air-traffic control, pager, and Personal Communication Services (PCS). These licensed services, along with unintentional radiators such as digital devices (including computer systems) contribute to the electromagnetic environment.

Electromagnetic Compatibility (EMC) is the ability of items of electronic equipment to function properly together in the electronic environment. While this computer system has been designed and determined to be compliant with regulatory agency limits for EMI, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with radio communications services, which can be determined by turning the equipment off and on, you are encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna.
- Relocate the cabinet relative to the receiver.
- Plug the game into a different outlet so that the computer and the receiver are on different branch circuits.

If necessary, consult an experienced radio/television technician for additional suggestions. You may find the [FCC Interference Handbook](#), to be helpful. It is available from the U.S. Government Print Office, Washington, DC 20402.

This device has been tested and complies with the limits for a Class A digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instruction manual, it may cause harmful interference with radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case you will be required to correct the interference at your own expense.

Operation is subject to the following conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

Chapter 1 — Playing a Game

The picture below shows a gameplay screen with the General information and Player-1 information fields labeled. The corresponding information fields for Player-2 are displayed on the right side of the screen.



1. After you coin up, a menu screen will appear; point a gun at the level you want to play, and pull the trigger. (Another player can join in by inserting coins and using the other gun.)
2. Shoot at everything that moves—there are no friends in this game! Shoot the enemies before they shoot you.
3. Shoot at crates to pick up rockets and grenades, armor, and health. Use the triggers to fire the machine gun, and the thumb buttons to fire the grenades and rockets.
4. Once you complete a level, you will return to the main menu to select another level. Complete any level to unlock Level 5.
5. When your game is about to end, a countdown appears onscreen. Insert coins to continue.

Note: To insert Service Credits for testing the game, press the **SELECT** button during Attract Mode. Each press will add one credit for each player.

Chapter 2 — Operator Menu and Game Setup

This chapter describes the Game Operator menus, their functions, and default settings. These menus let you set up the game, diagnose problems, and view gameplay and earnings statistics.

Navigating the Menus

1. Open the coin door and press the red **TEST/BACK** button to open the Operator **Main Menu**.
2. Use the **VOL UP** and **VOL DN** buttons to navigate through the list of submenus on the left side of the screen. The name of each submenu will change color as it is highlighted, and the submenu will appear, grayed out, in the main pane. Press the green **SELECT** button to select a submenu.
3. After you select a submenu, use the **VOL UP** and **VOL DN** buttons to highlight items in the submenu, and then press the **SELECT** button to select an item.
4. Once you have selected a menu item, use the **VOL UP** and **VOL DN** buttons to change the setting. When you finish, press **TEST/BACK** to exit from the item.
5. To exit from a submenu, press the **TEST/BACK** button. To close the Operator Menu, highlight **Return to Game** (pressing the **TEST/BACK** button when you are not in a submenu will automatically highlight this item) and press **SELECT**.

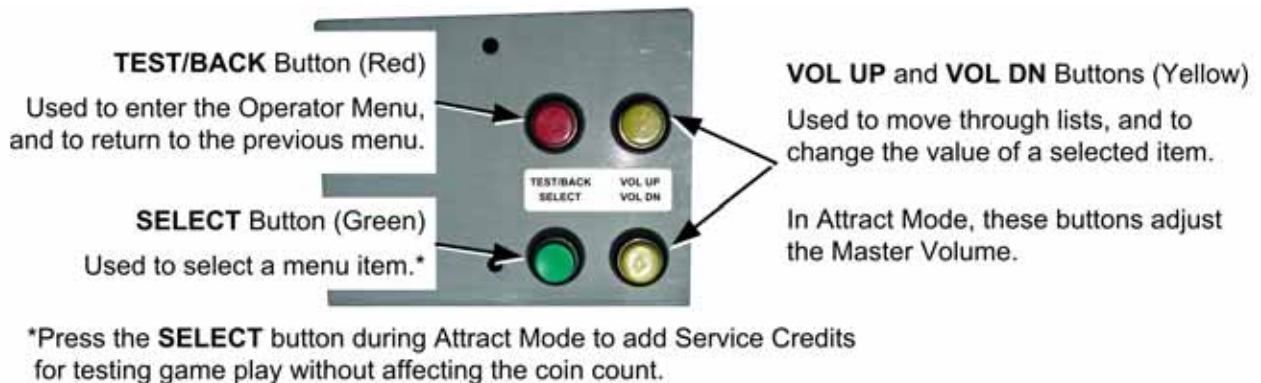


Figure 1. Operator Buttons

Menu Screen Layout

The left side of the screen displays a list of menus. As you use the **VOL UP** and **VOL DN** buttons to move through the menu list, each menu is displayed in the center pane of the screen. The menu is shown in gray until you enter it. To enter a menu, press the **SELECT** button.

The right side of the screen displays important information about the cabinet and software. These items are explained in the table below.

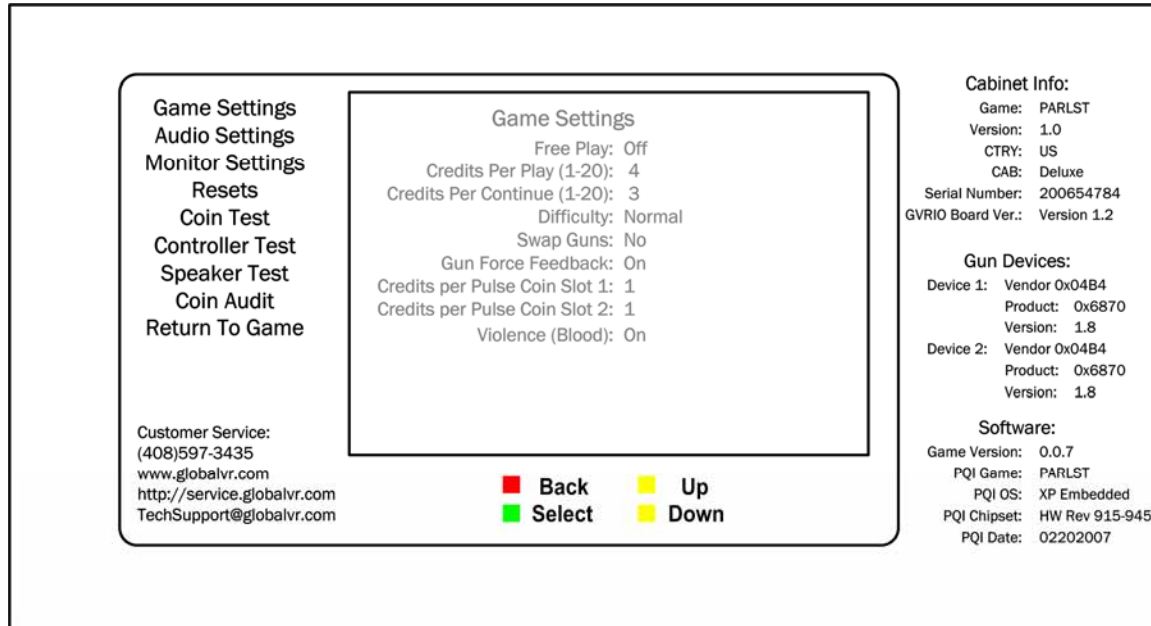


Figure 2. Overall Menu Screen Layout

| Item | Description |
|---------------------|------------------------------------------------------------------|
| Cabinet Info | This section lists information about the cabinet and game dongle |
| Game | Abbreviation for name of game installed |
| Version | Game Dongle Version |
| CTRY | Country where the game is licensed, as set by the game dongle |
| CAB | Style of cabinet, <i>Deluxe</i> or <i>Standard</i> |
| Serial Number | Serial Number of the Game Dongle |
| GVRIO Board Ver. | Version of the GVRIO Mini PCB Installed |
| Gun Devices | This section lists specs on each gun |
| Vendor | Gun PCB Vendor Code |
| Product | Gun PCB Product Code |
| Version | Gun PCB Version Number |
| Software | This section lists specs for the software |
| Game Version | Game software version |
| PQI Game: | Abbreviation for name of game installed |
| PQI OS | The operating system (OS) used by the computer |
| PQI Chipset | Computer chipsets supported by the software |
| PQI Date | Revision date of the Operating System |

Game Settings Menu

The Game Settings menu lets you set up the general pricing and game play settings.

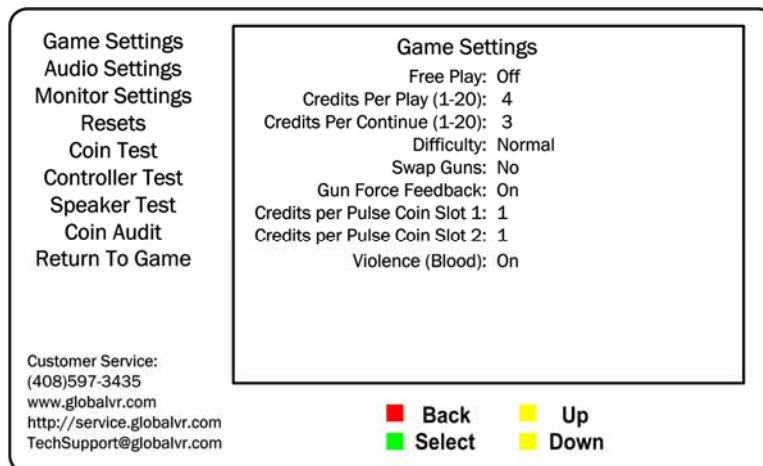


Figure 3. Game Settings Menu

| Menu Item | Description |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Free Play | Turns Free Play On or Off (default: Off). |
| Credits Per Play | Sets the number of credits to start a game (default: 4). |
| Credits Per Continue | Sets the number of credits to continue a game (default: 3). |
| Difficulty | Sets overall game difficulty (<i>Very Easy, Easy, Normal, Hard, or Very Hard</i>) (default: Normal). |
| Swap Guns | Setting Yes swaps guns 1 and 2. This lets you compensate if the guns are connected backwards and the force-feedback recoil and LED flash occurs in the wrong gun. |
| Gun Force Feedback | Turns force-feedback recoil On or Off (default: On). |
| Credits per Pulse | Sets the credits per pulse for the coin mech (default: 1). (Coin Slot 2 is not used.) |
| Violence (Blood) | Setting this to Off turns the blood off, and changes "head-shots" to "power shots." Options are On or Off (default: On). |

Audio Settings Menu

This menu lets you adjust volume levels.

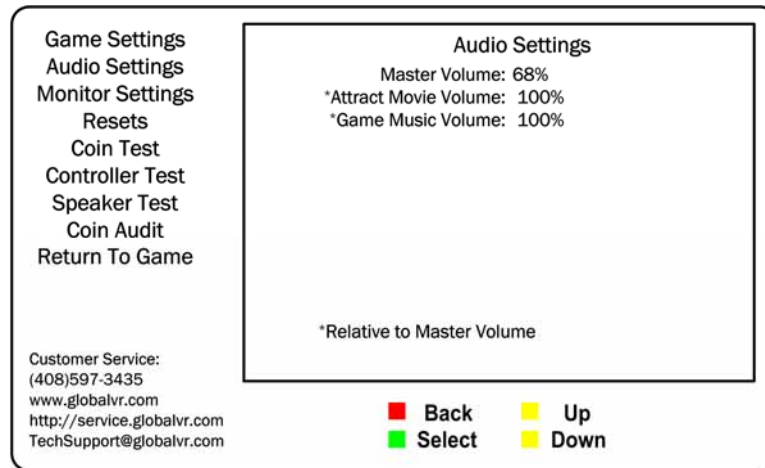


Figure 4. Audio Settings Menu

| Menu Item | Description |
|--------------------|------------------------------------------------------|
| Master Volume | Sets Master Volume. |
| Attract Movie Mode | Sets Attract Movie Volume relative to Master Volume. |
| Game Music Volume | Sets Game Music Volume relative to Master Volume. |

Monitor Menu

This menu lets you adjust the video image quality, and view monitor test screens.

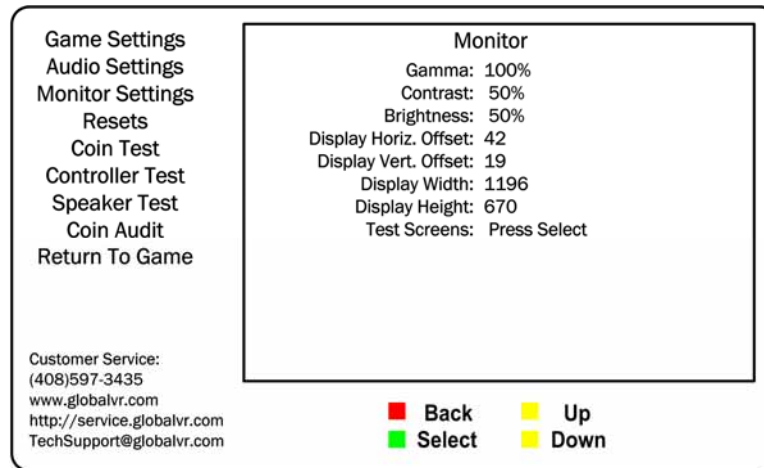


Figure 5. Monitor Menu

| Menu Item | Description |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Gamma | Increases or decreases the overall screen brightness. |
| Contrast | Adjusts screen contrast. |
| Brightness | Adjusts screen brightness. |
| Display Horiz. Offset | Lets you move the image left or right in pixels. |
| Display Vert. Offset | Lets you move the image up or down in pixels. |
| Display Width | Lets you adjust the width of the image in pixels. |
| Display Height | Lets you adjust the height of the image in pixels. |
| Test Screens | Displays test screens designed to help you adjust video geometry and colors. Once you select the test screens, use the VOL UP and VOL DOWN buttons to cycle through the screens, and the BACK button to exit. |

Resets Menu

This menu lets you reset coin audits and available credits, or restore the cabinet to factory default settings. Highlight an item and press the **Select** button to reset. Text on the screen will confirm the item has been reset.

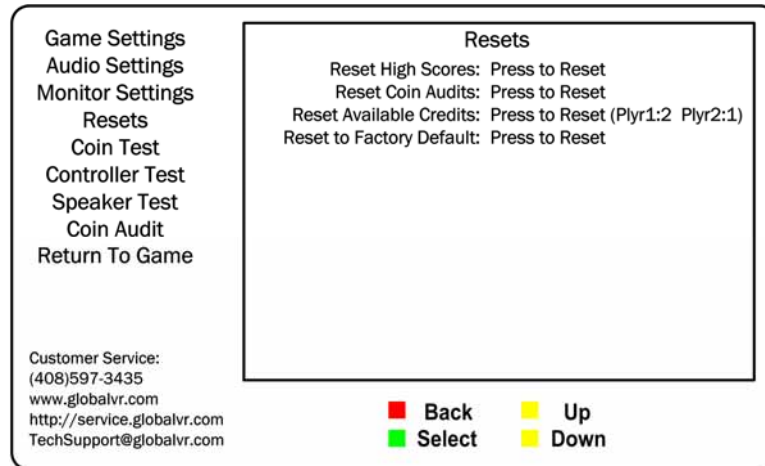


Figure 6. Resets Menu

| Menu Item | Description |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| Reset High Scores | Clears the high scores saved in the software. |
| Reset Coin Audits | Resets Current Coin Audits to zero (0). Does not affect Lifetime Coin Audits. |
| Reset Available Credits | Resets Available Credits to zero (0) for both players. The number of available credits for each player is shown in parentheses. |
| Reset to Factory Default | Restores cabinet to factory default settings. Does not affect scores or audits. |

Coin Test Menu

This menu lets you test the coin inputs. Activate each coin input or optional dollar bill validator and confirm that the **Coin Count** number increments by the expected amount.

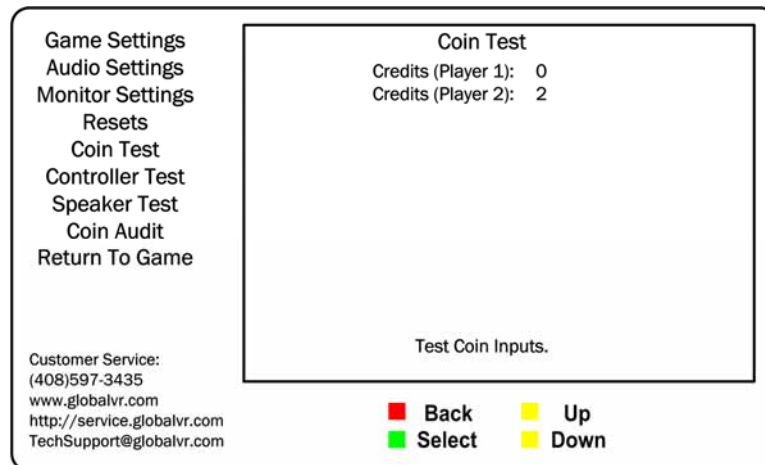


Figure 7. Coin Test Menu

Controller Test Menu

This menu lets you test and calibrate the guns.

The menu displays two large squares on the screen. Each square represents the range of motion for one of the guns. The numbers above each square show the current X and Y range for the gun and the current position. The small blue cursor in the square represents the current position of the gun. As you move the gun, the cursor will move and the current position numbers will change.

Under each large square you will see a small block labeled **Trigger** that will highlight when you pull the trigger for that gun. The small block labeled **Hat** will highlight when you press the thumb button.

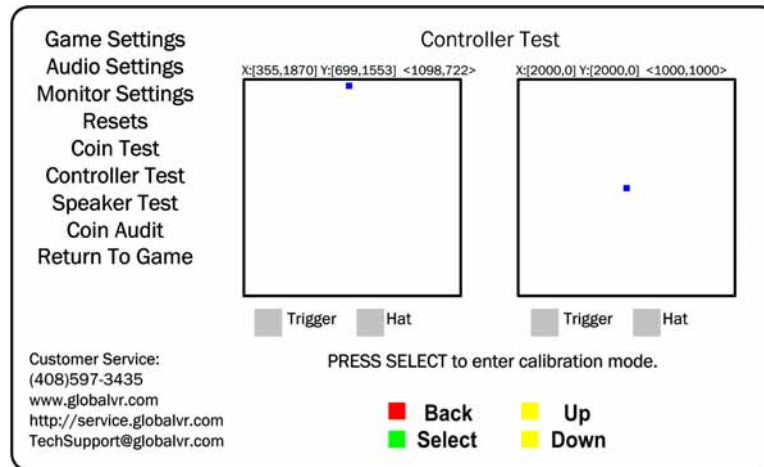


Figure 8. Controller Test Menu

Perform the steps below to calibrate a gun from the Controller Test screen:

1. Press the **SELECT** button to enter Calibration Mode.
2. Pull the trigger of the gun you wish to calibrate, and refer to the square on that side of the screen.
3. An arrow will appear on the left side of the screen, and a prompt will tell you to point the gun all the way to the left and pull the trigger. Be sure to point the gun all the way to the left before pulling the trigger.
4. Follow the onscreen instructions as you are prompted to point the gun to the right and pull the trigger, followed by up, and then down.
5. Once you finish, you can calibrate the other gun, or press the **BACK** button to exit.

Speaker Test Screen

This screen tests each speaker on the cabinet. As soon as you press **SELECT** to open this screen, the test sounds will start playing. Each speaker, in turn, will play its name. Curved lines by the onscreen icons show which speaker is playing (as shown for the Front Left speaker below). The test will continue until you press the **BACK** button to exit.

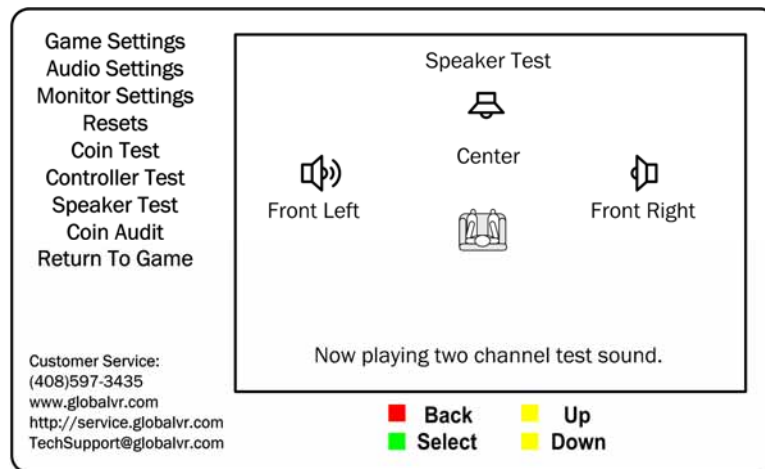


Figure 9. Speaker Test Menu

Coin Audit Menu

This menu displays current and lifetime coin audit information. The top half displays data since the last time the Coin Audits were reset from the Resets menu, and the bottom half displays lifetime data since the software was installed.

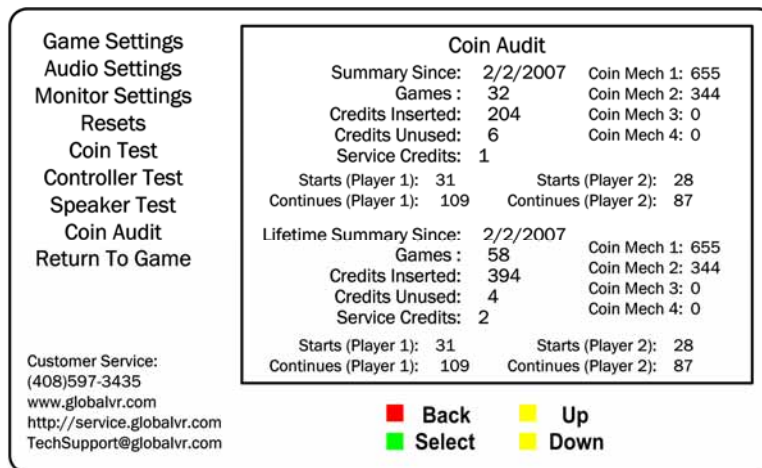


Figure 10. Coin Audit Menu

| Menu Item | Description |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Summary Since | Displays the date when the Coin Audits were last reset from the Resets menu. |
| Lifetime Summary Since | Displays the date when the software was installed and began recording coin audit data. |
| Games | Displays total games played. |
| Credits Inserted | Displays total Credits inserted. (Coin Mech 2 is for the Optional Dollar Bill Validator. Coin Mechs 3 and 4 are not used.) |
| Credits Unused | Displays total unused Credits. |
| Service Credits | Displays total Service Credits inserted. Operators can insert Service Credits for testing the game by pressing the SELECT button during Attract Mode. Each press adds one credit for each player. |
| Starts | Lists games started for Player 1 and Player 2. |
| Continues | Lists games continued for Player 1 and Player 2. |

Chapter 3 — Software Restoration



Be aware that when you run the System Recovery Disk you will delete all game settings and game and coin audits stored by the software. It is advisable to contact Technical Support before using the System Recovery Disk to resolve a problem.

Please refer to your *Software Restore Guide* for the complete software restoration procedure.

The basic procedure takes about 40 minutes and consists of the following steps:

1. Insert the **System Recovery Disk** (Version 2.0 or later) and reboot the game. The computer will boot from the CD and begin copying files from the disk.
2. After about 8 minutes, when you are prompted, remove the CD and reboot the game. The computer will finish installing software and reboot.
3. When the computer reboots, you will briefly see a message saying "Insert Game Disk 1", followed by the GLOBAL VR logo on the screen.
4. If you have a 27" CRT monitor, run the **Monitor Patch Disk**. (**Do Not** run it if you have an LCD Monitor.)
5. Run **Game Install Disks 1—4** in sequence (do not reboot).
6. When the Initial Calibration screen appears, use the Operator Menus to calibrate the guns and set up your game.

Play a game to verify proper operation.

Technical Support

Service & Parts

Hours: 7:00AM–5:00PM Pacific Time, Monday–Friday

Phone: 408.597.3435

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E-mail: techsupport@globalvr.com

Website: <http://service.globalvr.com>

Extended Service Hours: Monday–Friday 5pm—Midnight
Saturday & Sunday 7:00am—Midnight Pacific Time

Free telephone, e-mail, and online support are provided for systems during the warranty period. GLOBAL VR Technical Support can help you troubleshoot problems and diagnose defective parts. We can also answer questions about the operation of your game.

When you contact Technical Support, please provide the information listed below, as applicable, to assist the Technical Support representative in solving your problem quickly. For your convenience, space is provided to write important numbers.

- Cabinet Serial Number: _____
- Game Version and PQI Date from Operator Menu: _____
- Proof of Purchase information
- Your mailing address and telephone number
- A summary of the question or a detailed description of the problem
- Specific error message
- Date of latest install or upgrade
- Any changes made to the system
- For game-play issues, the level and number of players

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